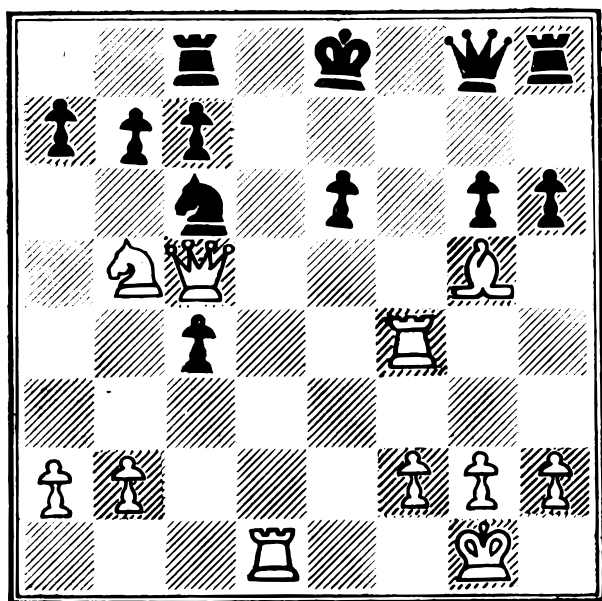


A.A. KOTOV

HOW TO PLAY COMBINATIVE CHESS?



How To Play Combinative Chess ?

GM. KOTOY

C H E S S P L A Y E R

First Published : 1981

Based on Grand Master

A. A. KOTOV'S

Original Works in Russian

Published By :

K. R. SESHADRI

for

“ CHESS PLAYER ”

8, South West Boag Road,

T. NAGAR, MADRS-600 017.

Printed at :

N. S. PRINTERS

T. NAGAR, MADRAS-600 017.

P R E F A C E

The popularity of books on combinations among chess players is based on the realization that the combination is an essential part of the game. Of course the love for the brilliancies, and sensations do attract many towards combinations.

It is easy to compile a variety of combinations. But to classify them into categories and also present them explaining the ideas underlying their structure is certainly a different matter. This booklet based on A. A. Kotov's original works in Russian with recent selection of combinations explains in detail different categories of mating combinations. Its purpose is to develop the powers and to create in the readers' mind the 'feel for combinations' and to safely lead them through the maze of complicated thought.

We hope the study of combinations would enrich the analytical spirit of studious amateurs and the most gifted will be able to catch the sparks of the genius of masters.

My sincere thanks are due to Miss T. M. Nalini for translating the original text from Russian and to Mr. Manuel Aaron for his help in preparing the manuscript.

- K. R. S.

A. A. KOTOV

(1913 — 1980)

Alexander Alexandrovitch Kotov born in the year 1913 entered the ranks of U. S. S. R.'s foremost players in bold fashion after having steadily mounted the classification ladder. He became a First category player in 1934, and in 1938 he won the title of Master and qualified for the U. S. S. R. tournament. He was the hero of the 11th U. S. S. R. Tournament (1939), and his performance was duly recognised, as he was awarded the title of Grandmaster. (The Third to receive the title, First being Bortvinnik in 1935 and Levenfish the Second in 1937).

His main characteristic of play was his fine feeling for initiative. One of his traits was objectivity in appraising his own play and an attentive, critical attitude towards his shortcomings. Studying his mistakes he turned time and again to the games of the Great Masters. He broadened his horizon and conquered his predilection for tactical lines.

During the war years he worked as an engineer at a factory in Moscow. In 1944, he was decorated with the order of Lenin for his excellent work.

In the 16th U. S. S. R. Championship, he tied for the First place with Bronstein, and scored good results in the Moscow Vs Budapest Match in 1949. Winning general recognition GM. Kotov emerged as one of the leading players in the World. He registered Victories in the International Tournament at Venice in 1950 and in the Stockholm Interzonal Tournament of 1952 with a score of $16\frac{1}{2} / 20$ outstripped Petrosyan and Taimanov who tied for the 2-3 Places. Alexander Kotov like Chigorin had no use for draws without a struggle. He sought and found concealed possibilities in each position.

Alexander Kotov had written a number of Chess Books. The famous among them are 'Think Like a Grand Master' and 'Play Like a Grand Master'. He was also the co-author of the Book 'Soviet School of Chess'.

THEORY OF COMBINATION

From time immemorial theorists. have given several definitions to the 'Chess Combination' But the most accurate definition was rendered by the Second world Champion Em. Lasker. In his famous "Manual of Chess" he wrote as follows :

"In every combinative situation one easily discovers violent, forceful moves that have an immediate effect. Their purpose is to produce a change in valuation so as to humiliate that which is strong and to put into the foreground that which had been but slightly esteemed. Such moves are checkmate, the promotion of a Pawn, simultaneous attacks, checks to King or Queen, in short, all moves which contain a menace sudden and brutal.

In his analysis of the position, the chess player has to see through a maze of variants in order to ascertain whether or not by forceful moves the game can be brought to a conclusion at once. He makes these investigations often. He makes them always when the hostile forces have approached each other for mortal combat. Otherwise he might let slip a

favourable opportunity or fail in vigilance and thereby lose what he had gained in an hour of concentration

In the rare instances when the chess player can detect a variation or branches of them which lead to a desirable decision by force, the totality of these variations and their logical connections, and their whole structure are called a "combination".

A combination must always have a 'point' or an 'idea'. one may recognise the idea by the surprise it causes the spectators and by the feeling of elation which its conception gives to the player. The idea solves the riddle at one stroke.

The consideration of forceful moves is necessary in a combination because in this way a short road to victory is discerned on the board. The method is also practical because it eliminates all considerations of an immense multitude of non-violent moves and concentrates the attention upon a few possibilities, which the human mind can easily digest. If a combination forcing

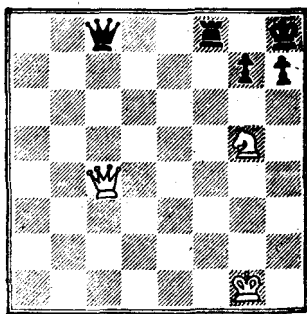
a win has been found, nothing avails the opponent for the demonstration of the win is apparent.

It is not enough to know that a combination is a sequence of forcible moves; one must be able to give a reason for the existence of that combination. If in the position examined by the master a combination is hidden, there is a reason for its existence. An idea must therefore have a motif or a net, a web of motifs which is clearly discernible from the position. In short, we can say that by positional play a master tries to prove and exploit true values whereas by combination he seeks to refute false values. Later, the sixth world Champion Mikhail Botvinnik said thus: "What is the essence of a combination? A Chess player is first taught the normal values of pieces such as a Rook is stronger than a knight, A Bishop and two Pawns are worth a Rook and a Queen is stronger than a Rook etc. However, in certain positions, these relative values cease to apply. For example, where the Queen is weaker than a Pawn. The achievement of such position lies through the sacrifice".

The Soviet Chess Literatures defined combination as follows:

"A Combination is a forced variation with a sacrifice". However there are exceptions to this definition. There are many fine combinations in which there are no sacrifices. But the above definition is quite satisfactory for the purpose of instruction.

In order to understand the constituent parts of a combination and what they consist of, it is best to examine the following example.



White obtains the well known *smothered mate* by the following forced variation involving a sacrifice: 1 Nf7+ Kg8 2 Nh6+ Kh8 3 Qg8+! R xg8 4 Nf7 Mate. How was this achieved?
1 The pawns blocked the flight squares. 2 The lack of space for the king. Such factors are called in Chess theory the *motif* of the combination.

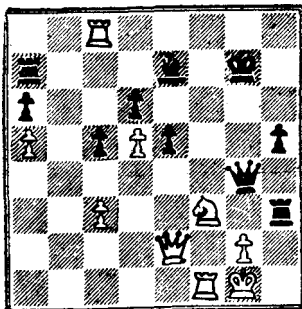
These factors are the reason that starts the thought process searching for a combination. As Lasker put it "The range of circumstances in which it is possible to presuppose the presence of a combination is very limited. The presence of such circumstances is the reason for the genesis of the idea in the master's brain." The next vital element of a combination is the final position which one is striving to reach. this position is called the *theme* of the combination. In the above example the theme was the position when the king was mated and the name 'smothered mate' is the name of that particular theme.

The series of moves which transform the initial position into the thematic one are called the *means* of the combination. They are the Check on f7, the double check on g8, the queen sacrifice on g8 and finally mating move Nf7. In addition to the main features or reasons making a combination feasible, there are always subsidiary features. In our example the combination would not have existed if the queen was not at (c4) or (e6) since Black could then meet Nf7 by taking the Knight and would be two pawns up. These subsidiary factors have

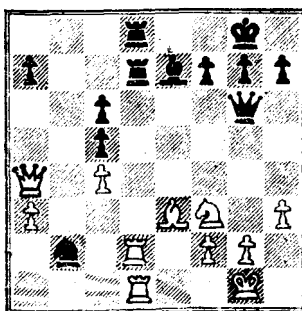
always be taken into account, when seeking for a combination. They can be appropriately named as the practical features of the position.

EXERCISES

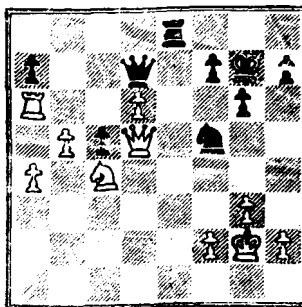
No. 1 Find out the motive of the winning combination for white



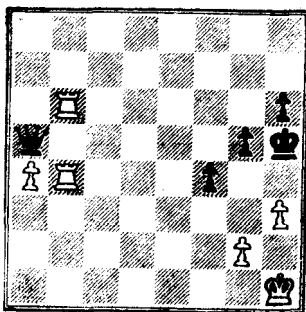
No. 2 what combinative motive helps white to obtain victory?



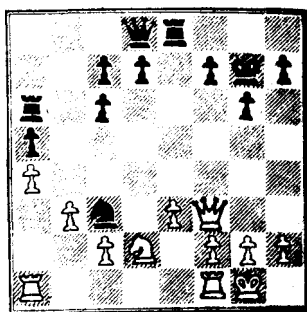
No. 3 What kind of combinative factor allows Black to win the game?



No:4 Show the motif of the combination by which white can win?



No:5 what is the motif of the combination that helps white to win?



BASIC THEMES

All possible combinations can be divided into three types, Which can be further sub-divided as follows:

1. MATING COMBINATIONS

- | | |
|--------------------------------------|--------------------------|
| 1. Smothered mate | 2. The 8th Rank |
| 3. The 7th Rank | 4. Verticals & Diagonals |
| 5. Attack on weak points | 6. Drawing out the King |
| 7. Destroying the guard of the king. | |

2. PAWN COMBINATIONS :

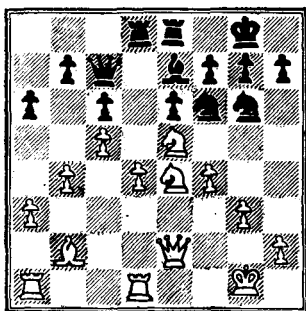
- | | |
|-----------------------|---------------|
| 1. Quick silver pawns | 2. pawn wedge |
| 3. Pawn Phalanx. | |

3. THE BAD POSITION OF PIECES

- | | |
|------------------|-----------------|
| 1. Double Attack | 2. Pinning |
| 3. Trapping | 4. Ambush |
| 5. Line closing | 6. Overloading. |
| 7. Diversion | 8. Attraction |

Smothered Mate

We have already studied one example of smothered mate in its purest form. There are other ways in which the defending king is forced by the attacker to surround himself by self blocking units. Here are few examples :



John Schoder
(Berlin-Saxony Match 1938)

White played :

1 Nxf7

Black captured the knight by

1...Kxf7

and there followed

2 Ng5+ Kg8

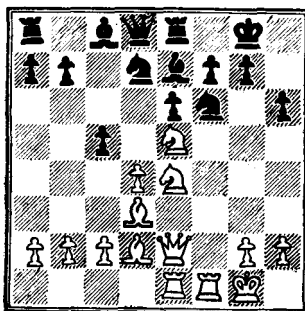
3 Qxe6+ Kh8

4 Nf7+ Kg8

5 Nh6++ Kh8

6 Qg8+! Now whatever way black captures the queen mate follows by

7 Nf7+



Schoder — Ossandon
Santiago 1944

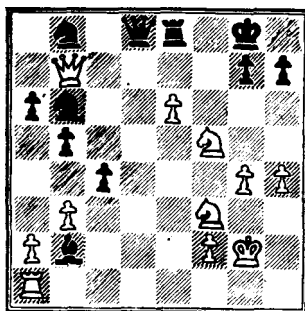
Once again in this example the smothered mate takes place but with different order of moves

White played :

1 Nxf7 Kxf7 2 Ng5+ hg 3 Qxe6 Kf8 4 Bc4? Ne5 5 Qg8 mate.



Here is a brilliancy by the magician of chess

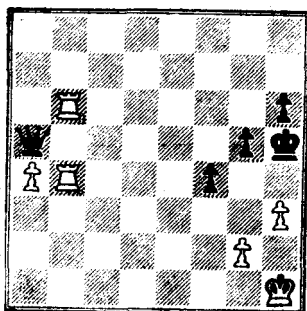


(Tal-Portisch 1976)

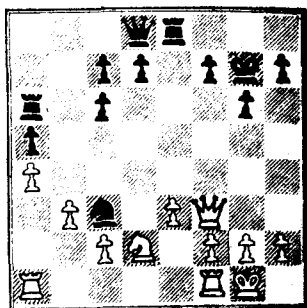
Tal played :

34 Qf7+

No:4 Show the motif of the combination by which white can win?



No:5 what is the motif of the combination that helps white to win?



BASIC THEMES

All possible combinations can be divided into three types. Which can be further sub-divided as follows:

1. MATING COMBINATIONS

- | | |
|--------------------------------------|--------------------------|
| 1. Smothered mate | 2. The 8th Rank |
| 3. The 7th Rank | 4. Verticals & Diagonals |
| 5. Attack on weak points | 6. Drawing out the King |
| 7. Destroying the guard of the king. | |

2. PAWN COMBINATIONS :

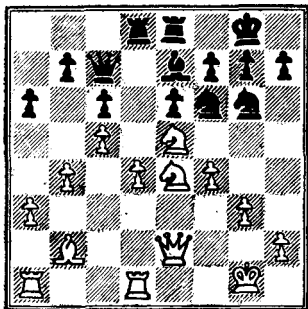
- | | |
|-----------------------|---------------|
| 1. Quick silver pawns | 2. pawn wedge |
| 3. Pawn Phalanx. | |

3. THE BAD POSITION OF PIECES

- | | |
|------------------|-----------------|
| 1. Double Attack | 2. Pinning |
| 3. Trapping | 4. Ambush |
| 5. Line closing | 6. Overloading. |
| 7. Diversion | 8. Attraction |

Smothered Mate

We have already studied one example of smothered mate in its purest form. There are other ways in which the defending king is forced by the attacker to surround himself by self blocking units. Here are few examples :



John Schroter
(Berlin-Saxony Match 1938)

White played :

1 Nxf7

Black captured the knight by

1...Kxf7

and there followed

2 Ng5+ Kg8

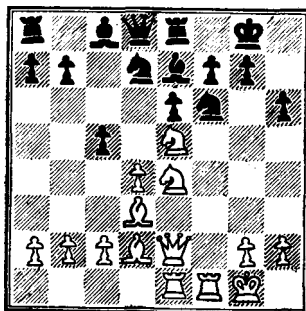
3 Qxe6+ Kh8

4 Nf7+ Kg8

5 Nh6++ Kh8

6 Qg8+! Now whatever way black captures the queen mate follows by

7 Nf7+



Schoder — Ossandon
Santiago 1944

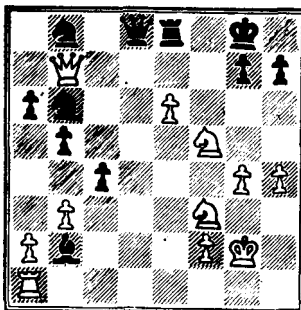
Once again in this example the smothered mate takes place but with different order of moves

White played :

1 Nxf7 Kxf7 2 Ng5+ hg 3 Qxe6 Kf8 4 Bc4? Ne5 5 Qg8 mate.



Here is a brilliancy by the magician of chess



(Tal-Portisch 1976)

Tal played :

34 Qf7+

There followed :

34...Kh8 35 Rd1 Qc8 36 Ng5

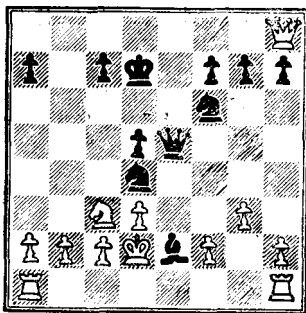
Now the threat is 37 Qh5 h6 and 38 Nxh6 with mate in two. so black played 36...Bf6 But now the threat takes a different form

37 Nh6!

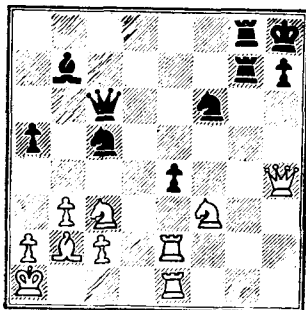
A final blow which leaves black unable to defend against smothered mate. If 37...Re7 then 38 Qe7 Be7 39 Ngf7 mate and against other moves there follows 38 Qg8+ Rxdg8 39 Nf7 mate.

EXERCISES

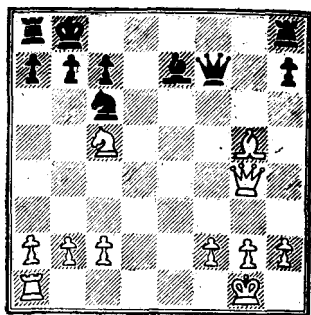
No. 6 Black to play



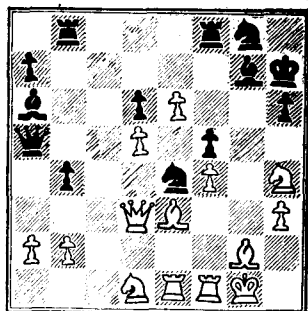
No. 7 White to play



No. 8 Now it is Black on the receiving end. Find out how white wins?



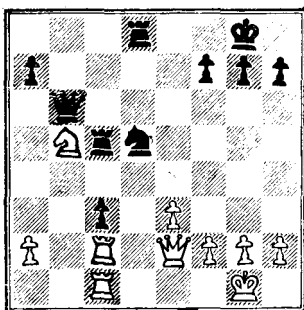
No. 9 White finishes the game in brilliant style. Can you spot the moves?



MATE ON THE 8th RANK

In the early stage of learning chess, the beginner is advised not to move the pawns shielding the king in a castled position. At the same time he is told that if he does not keep open a flight square for his king, he would face the danger of back rank mate. So right from the beginning

the player has to ascertain by himself, the merits and demerits of the position and has to formulate a plan of action according to the position. Similarly in order to seize control of the back rank either by a Rook or by a queen and deliver mate on the opponent one has to judge the position and has to make the necessary sacrifice. Hence usually the combinations based on this theme are more interesting.



*Bernstein-Capablanca
Moscow 1914.*

Bernstein decided to capture the dangerously advanced pawn which was already posing many unpleasant threats, and Played :

27 Nxc3?

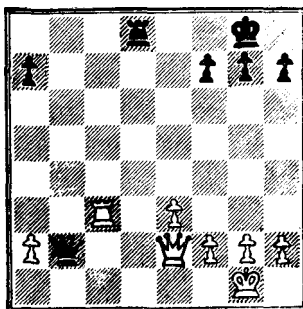
The Grandmaster's analysis was simple. He thought that after 27...Nxc3 28 Rxc3 Rxc3 29 Rxc3 Qb1 30 Qf1 Oxa2 the loss of the 'a' pawn was com-

pensated by the gain of the 'c' pawn. The game also continued the same way up to:

27...Nxc3 28 Rxc3 Rxc3 29 Rxc3.

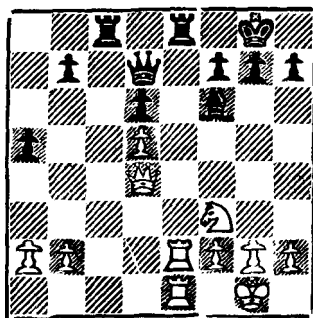
But now there followed the deadly blow :

29 Qb2!



White immediately resigned. He loses a whole rook. Capturing the Queen was not possible because of mate on the back rank. By placing the Queen under fire the attacking side was able to get active play and brought threats leading to destruction.

Still more enterprising is the following illustration in which the weakness of the back rank (the motif) and the theme back rank mate are clear, but the difficulty lies in the search for the means to link the two



*Adams-Torre, New
New Orleans 1921.*

At this point or possibly earlier than this, white must have had the feeling that a back rank mate could be possible. All the three pawns are in their original place, depriving the King of a flight square (the motif) while two pieces attack e8 two defend it. Clearly, a tense situation. White can afford to put his Queen enprise to the rook at c8 and to the queen at d7 as long as he does not do it along the a4/e8 diagonal. Where should the attacked Queen go to? Clearly g4 is possible. Not Qc4 when there is no threat and Black can simply play Rxe2. So white played:

1 Qg4

Now Black cannot play 1...Rxe7 since he loses the Queen and white's other rook is well defended by the

knight. Neither of the Black rooks can defend the attacked Queen. Hence,

1...Qb5!

Forced move. Only from here the Queen can guard the e8 square. Now white has to keep the pressure on. 2 a4 seems good but then 2...Qxe2! and it is white who gets mated. So 2 a4 fails.

2 Qc4!

A fine move. Readers are aware that the Black Queen cannot leave a4-e8 diagonal. Also, it is quite obvious that the rook at c8 cannot move away from its function of defending the rook at e8. Besides, this move closes the line of attack to the rook at e2. It fits in with the plan of diverting the forces defending the weak e8 square. Hence, another forced reply.

2...Qd7

Now white penetrates the enemy camp with a renewed Queen offer.

3 Qc7!

Again the same conditions apply and Black is forced to play:

3 ..Qb5.

Now How white can play? Can 4 Qxb7 isplayable as a diversion The Queen is still controlling the square d7. But if Qxb7 then there follows Qxe2! Oh! the white king is also not having enough protection. After 5 Rxe2 Rcl+ 6 Ne1 Rxe1+ 7 Rxe1 Rxe1 it is Black that gives mate. So white should prevent Black from capturing on e2. Hence, white tries the decoy method.

4 a4 Qxa4

Black has no other alternative

5 R e4!

Threatening to capture the rook at c8 and then the Queen at a4. Black has to move back to b5.

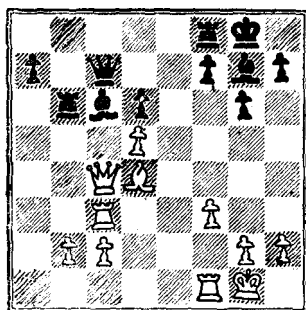
5.. Qb5.

And now Black is no longer threatening Qxe2, so white goes ahead with capturing the pawn at b7.

6 Qxb7

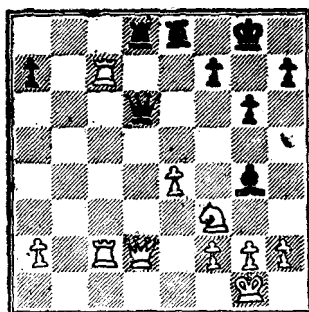
Black resigned as his queen can no longer stay on the diagonal a4-e8. He loses the queen if he does so or gets mated if he moves away.

Interesting Complications occur using the lack of defence of the two back ranks.



KAKLAUSKAS-KISELY
VILNIUS 1976

28..Bb5 29. Qxc7 Bxd4+ 30-Rf2 Re8 31 g4 Re2 32 Qd8 Kg7 33 Rc8 Bxf2+ 34 Kh1 Ra6 35 Qf8+ Kf6 36 c4 Here Black failed by playing 36 Ral+ allowing the king to escape But 36...Bh4 wins For Example 37 Qd8+ Ke5 or 37 Qh8+ Kg5 38 f4+ Kxg4 39 h3+ Kf5 40 b3 f6 & Mate on a1 follows.



TAL-OLAFSSON
(LAS PALMAS 1975)

White has carelessly weakened his back rank.

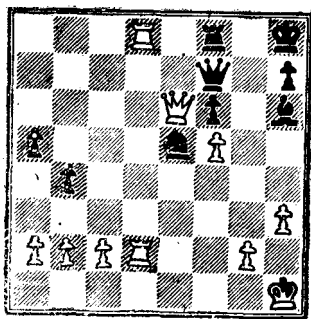
1...Qf4!! 2. Re7

Tal tries to save himself by counter blow. If 2 Qe2 Re4 or 2 Qe1 Bxf3 with Obvious advantage for Black. Now Black should refrain from 2...Rxd2 as white gets two rooks for the queen by 3 Rxe8+ and 4 Nxd2.

2...Rf8

Very strong despite its modest look. If 3 Qe2 Bxf3 4 gf Qg5 winning a rook or 4 Qxf3 Qd6 and the back rank mate threat wins the rook again. 3 Qcl also loses to 3...Bxf3 4 gf Qxf3 5 Rd2 Qg4++ 6 Kh1 Qg5 and once again Black wins material.

The weakness of the back rank can be exploited by the help of a passed pawn



LJUBOEVIC—MILICENC
YUGOSLAVIA 1974.

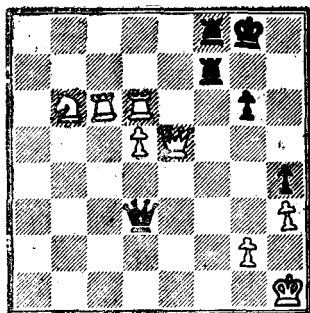
1 R2d7 Qxe6

Not 1...Nxd7 2 Qxf7 Rxd8 3 Qe7 nor 1...Qh5 2 Qxf6+ Kg8 3 Qxe5 nor 1...Qg8 2 Rxf8 Qxf8 3 Rc7 and Rc8

2 fe Nxd7

2...Kg8 3 e7 Nxd7 4 Rxf8+ Nxf8 5 e8=Q.

3 e7 Kg7 4 Rxf8 1-0.



TRIANDADAFYLLIDIS
VLAOS GREECE 1980

Black's position seems hopeless But black notices one vital weakness in the white's fortress—the unguarded back rank. He immediately exploits it with a queen sacrifice!

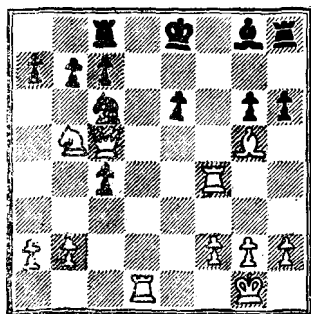
1...Qh3+

White Resigns immediately.

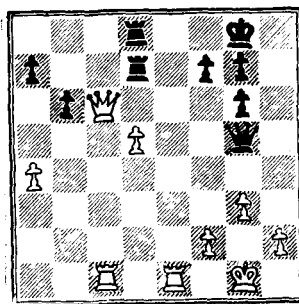
If 2 gh then Black delivers mate by 2...Rf1+ and 3 kg2 Rf2 or if 2 Qh2 then 2...Rf1+ mate.

EXERCISES

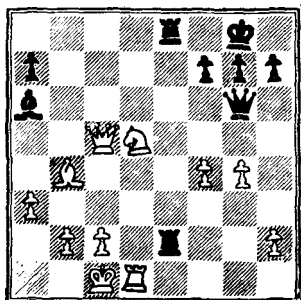
No 10 White wins in an artistic manner. find out how?



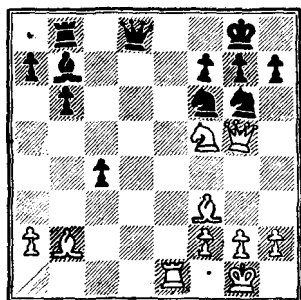
No 11 What sort of combination helps white?



No 12 Find out a winning combination for white :

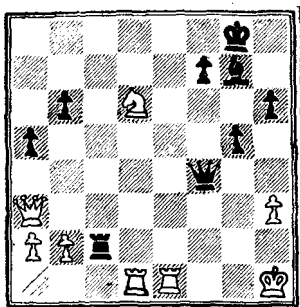


No. 13 White forcibly delivers mate how?

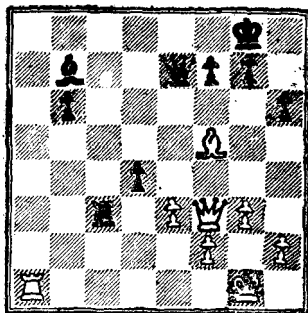


EXERCISES

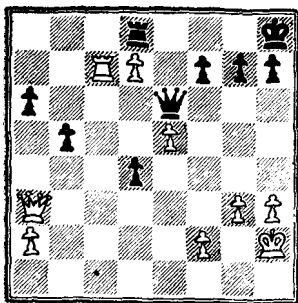
No. 14 Findout a Winning Combination for white ;



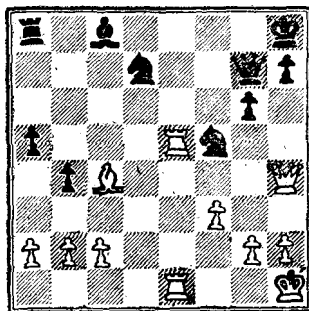
No. 15 By what means white wins?



No 16 How white wins Brilliantly?

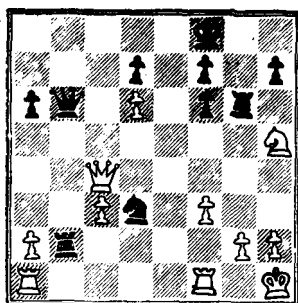


No 17 White wins inspite of material deficit how?



MATE ON THE 7th RANK.

It is a well known fact that two rooks occupying the 7th rank (or the 2nd rank) can bring about immense destruction or even force mate. There are numerous examples of combinations based on the utilisation of the weak 7th rank. Let us examine only a few of them.



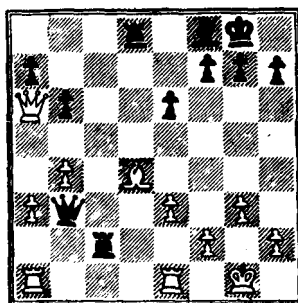
Black to play. It is quite obvious that the points g2 and h2 have no adequate defence. It is quite possible to bring about a catastrophe around 'g2' by creating immediate attacks. However capturing the pawn immediately (by Black) would bring only disaster because of threatened mate by Q c8. Black fantastically arrived at the following far reaching, but very effective combinative threat.

1...Qg1+

White immediately resigned. In case of 2 Rxc1 there follows the well known "smothered mate" by Nf2. Capturing the Queen by the King will result in Black's rooks invading the 2nd rank with decisive effect and deliver standard mate from g2 and h2.

2 Kxc1 R6xg2+ 3 Kh1 Rxc2
4 Kg1 R (b) g2 mate.

Less effective, but none the less critical position was arrived at in the game between Nimzowitch and Capablanca played at the International Tournament in New York in 1927



The world champion sacrificed a pawn in order to bring the second rook to the 2nd rank.
1...e5 2 Bxe5 Rd2 3 Qb7.

Thematical, but well known mating position on the 2nd rank can be effected after, 3 Rf1 Qxe3 4 fe Rg2 5 Kh1 Rxh2 6 Kg1 Rg2 X.

But not now the Black rooks invasion seems terrible. White can get no salvation by 3 Qf1 since Black can play 3...Qd5 4 Bd4 Qf3 with catastrophe on the 'f2' point.

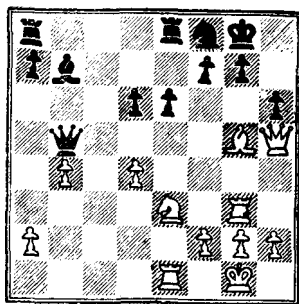
3...Rxf2! 4 g4 Qe6 5 Bg3 Rxh2!

A new unpleasant blow. In case of 6 Bxh2 Black continues the attack with the simple 6...Qxg4 7 Kh1 Qh3 with inevitable mate

6 Qf3 Rg2 7 Qxg2 Rxg2 8 Kxg2 Qxg4 and further resistance by white is useless.

The motif of using the weakness on the 7th rank, sometimes turns out well by utilising not only the two rooks but also by bursting open the surrounding field. At times, the Bishop acting along the long diagonal a1-h8 fulfils the role of a supporting piece.

The Classical example of such a combination obtained the name "Rook mill" when it appeared in the well known game between Torre and Em-Lasker, in the International Tournament at Moscow 1915



In the above position the Mexican player brilliantly exploited the insufficiently defended 'g7' square and the whole 7th rank.

1 Bf6 !!

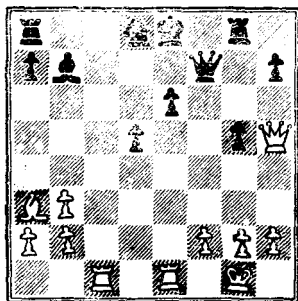
White gives away the Queen for the sake of obtaining an original battery, which inflicts strong irreparable losses, to the opponent.

1 Qxh5 2 Rxg7 + Kh8 3 Rxf7 leaping away from g7 and again periodically returning to the same square, the white rook captures Black bishop and then the Black Queen in its journeys.

3...Kg8 4 Rg7 + Kh8 5 Rxb7 + Kg8 6 Rg7 + Kh8 7 Rg5 + Now the Rook gobbles another prey-the Queen Capturing the pawn at 'a7' is of no use to White.

7...Kh7 8 Rxh5 Kg6 9 Rh3 Kxf6 10 Rxh6 + Black resigns.

The same "mill" theme was employed in another game, between Antuanitz and Hubeaner at Munich 1969.



At first glance it appears that Black is well defended. However the following effective blow by White obtains a decisive open line. By Sacrificing the Queen he devices a "mill". In the course of a few moves, he wipes out the entire strength of Black.

1 Rc7 Qxh5.

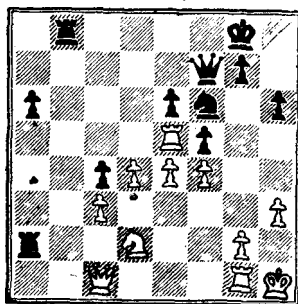
There is no other reply. And now the mill starts rolling and brings terrible destruction.

2 Re7+ Kf8 3 Rxb7+ Ke8
4 Re7+ Kf8 5 Rxb7+ Ke8
6 Rxb7. Black is two pawns down in the resultant end game position and it is enough for the opponent.

Usually The 7th (or the 2nd) rank turns out to be a convenient highway for invasion of the attacking Rooks. When an invasion is going to

be a success, and the opponent is hurriedly taking up defensive measures, defending the weak points on this horizontal in all sorts of ways, then it is time to change over the attack to the 6th or 8th rank. By conducting the attack along a broader front, in a perfect manner one can bring unpleasant decisive losses to the opponent.

LARSEN - NAJDORF
LUGANO (CLY) 1968.



Black to play. He had the initiative. He wants to conduct an invasion along the 2nd rank and for that purpose sacrifices a pawn. Later Larsen was able to securely defend the "g2" square. Then the Argentinian Grandmaster Change the warfront. First of all he includes in his combined attack other pieces-Queen and Rook, then one of his rooks switches over to the 3rd rank from where, at last, it completes the threat

The Events took place in the following manner.

1...R8b2 2Nxc4 Rc2 3 Qe3 Nxe4.

The pawn sacrifice at 'c4' was only illusionary, Black immediately recaptures the important pawn at 'e4'. white's following penetrating move turns out to be dangerous and it became necessary for Black to calculate all variations and envisage all complications.

4 d5 ed 5 Nb6 Rxc3 6 Qd4.

The threat on 'd5' is quite dangerous. However the Black rook had invaded the 3rd rank and threatens an unpleasant sacrifice at h3 Black, naturally, can immediately utilize this possibility.

6.. Qh5!

For the sake of mate' black sacrifices a whole rook.

7...Qxd5+ Kh7 8 Qxa2.

Leads to forced mate However white has no defence against the strong threats of the enemy army.

8...Rxh3+

By switching over the invasion from 2nd rank to the 3rd rank, the Black Rook is able to execute the threats.

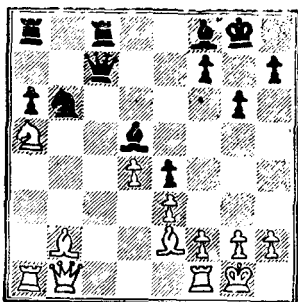
9 gh Qxh3+ 10 Qh2 Nf2 mate.

If in the previous example the Rook's sphere of action centered along the 2nd rank and then focussed upon the 3rd rank, in the following game the Rook at the decisive moment leaves the 2nd rank and penetrates still further into the 1st rank (or base rank.) The readers are advised to pay more attention to the course of fight, which is different from the previous examples

In the previous combination, as a matter of fact, the phase of attack was only in the last few moves, only then the decisive rook sacrifice takes place. But in this following example it is the Queen instead of the Rook. Yes, this kind of fight goes with forceful moves, but with no sacrifice. Then can we call it combinative play? well!

It could be said that the combination was not forced from the initial position but that by threats to enemy pieces Black worked towards a critical point where White went wrong and allowed mate. So it was a case of motif leading through means to a position with other motifs and a thematic back rank mate

GOGLIDZE - BOTTWINNK
MOSCOW 1935



Black to play. He notices the awkward placing of White's pieces, especially the bishops on the second rank. At this moment the motif of the combination seems to be the weakness of the 2nd rank. But, however, the world champion looks deeper and finds one more weakness in the enemy's fortress, i.e., the inadequately defended base rank.

1...Qc2

What is the reply? If the Queens are exchanged then the Black rook captures one of the Bishops. In case 2 Bd1 then 2...Qxb1 3 Rxb1 Nc4 4 Nx c4 (4 Nb3 Rab8) 4.. Bxc4 5 Re1 Bb4 winning the exchange. Hence White plays the only move 2 Ba3. Thus freeing himself by exchanging the passive bishop. But then there follows:

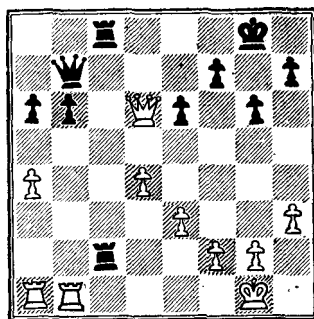
2Ba3 Bxa3 3 Rxa3 Q x e 2
4 Qxb6 Rab8 5 Qd6.

From the second move onwards all the moves are forced. But now there follows the decisive combinative threat exploiting the weakness of the back rank.

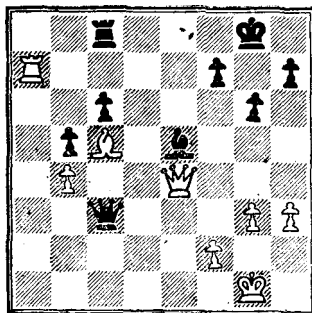
5 ..Qxf1 + 6 kxf1 Rb1 + 7 Ke2
Rc2 + Mate

EXERCISES

18 Black to ply How he obtains a win?

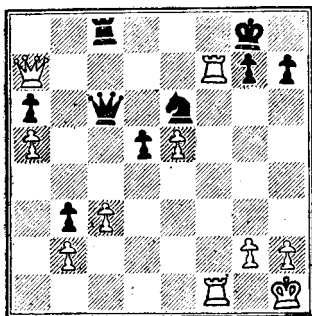


19 How can White forcibly win?

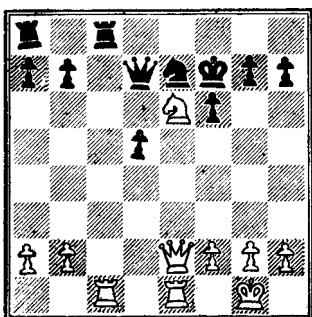


EXERCISES :

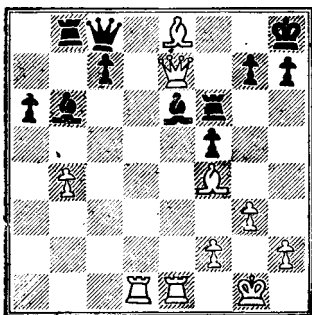
- 20 Show a mating combination for White ;



- 21 Show a way for White to Victory :



- 22 Show an effective continuation for White :

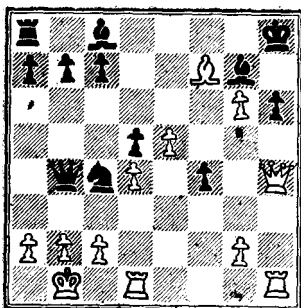


MATE USING THE FILES & DIAGONALS

The Overwhelming majority of combinations are based on the use of the files and the diagonals. Of course by this expression we mean only those which are directed towards the king. In the games where the king has castled on the queenside, then the combinations will be based on the diagonals and Files on the kingside.

In most of the cases the files concerned are 'h', 'g', and 'f' files and the diagonals are b1-h7; a1-h8 and a2-g8. (When black attacks it will be b8-h2, a8-h1, and a7-g1). One can easily understand the peculiar features of similar combinations. One piece (or many pieces) usually sacrifices itself losing its valuable life in the enemy king's camp after penetrating into it and creating panic. The attacking piece tries to make a breach in the pawn structure and when it is done it penetrates through the opening and then either delivers mate or achieves decisive advantage.

Let us now examine some combinations based on the use of files and diagonals. When attacking with major pieces-Rook or Queen the usual practice is to use the 'h' file and bring mate along the 'h' file



The advanced 'g' pawn and the well-developed white pieces present the possibility of carrying out an effective sacrificial combination on the 'h' file,

1 Qd8+ Qf8

The interposing Bishop move by 1...Bf8 loses immediately to 2 Rxd8 Kg7 3 Rh7 mate. But now, by a rook sacrifice white brings black under decisive attack.

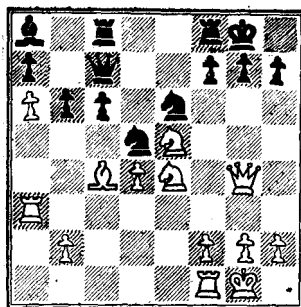
2 Rxd8+ Bxd8 3 Qf6+ Qg7.

Black could never play 3...Bg7 because of the simple move 4 Rh1x. But anyhow White is bent upon playing the 'quiet'

4 Rh1!

This quiet move happens to be the decisive move which decides the outcome of the play. The threat on the Bishop can be repulsed in only one way, though it does not save Black from despair 4...Qxf6 5 ef

Mate can only be postponed by giving checks on d2 and b3 by the Knight



ROSSOLIMO-KLEMAN (1967)

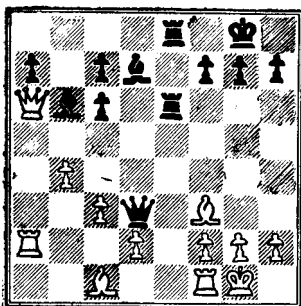
After the preliminary exchange of pieces and a check by Knight 1 Bxd5 cd 2 Nf6+ Kh8 White stunned the opponent by his subsequent beautiful threat!

3 Qg6

The idea is simple! if 3...fg 4 Nxd6 hg then white brings mate by Rh3. Black tried to prolong the resistance by indirectly guarding h7 through the far reaching move 3...Qc2. But now the preplanned transfer of Rook from a3 to the extreme right file quickly clinches the issue.

4 Rh3 Qxg6 5 Nxg6 fg 6 Rxh7 Mate.

Among the numerous combinations using the open 'g' file, here is a classical example from the game played by the legendary American Champion Paul Morphy. In his encounter with Paulson (White) in 1857 he arrived at the following position..



Black, using the fact that White's Queen is far away from the Kingside, and that White's pieces are under-developed, ripped open the 'g' file by an effective Queen sacrifice.

1... Qxf3 2 gf.

After this, all the Black pieces energetically rush to attack the exposed King with decisive blows, through the open 'g' file on the King side.

2... Rg6+ 3Kh1 Bh3

Threatens Mate in two moves, by 4... Bg2 and 5 Kg1 Bxf3. White has only one line of defence

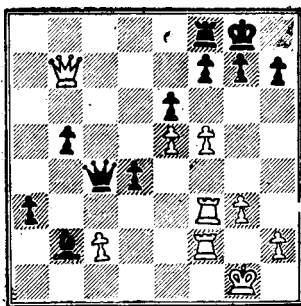
4 Rd1 Bg2 5 Kg1 Bxf3 6 Kf1 Rg2!

A quiet move after which there are two threatening manoeuvres of Rxh2 and Rh1, or Rxf2. The improperly placed White pieces can only watch the show. When Black sacrificed the Queen he had clearly studied the situation (under-developed White pieces) which presented the possibility of a combination

7 Qd3

This late arrival of the Queen does not bring any salvation. 7 Rxf2+ 8 Kg1 Rg2+ 9 Kh1 Rg1 Mate

Let us study another example of combinational attack in which the idea of opening of 'f' file is employed.



Here White is to move. It is not difficult to notice the mating combination on the King's wing especially the weakness of 'f7' which can be immediately exploited by an exchange at e6.

Tchigorin accurately makes use of the available motive by a simple but effective combination :

1 fe Qxe6

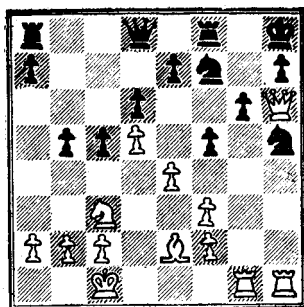
Obtaining a second Queen does not save Black's position. After 1...a2 2 Rxf7 a1=Q + 3 Kg2 Qa8, there follows a catastrophe on the seventh rank by 4 Rxg7 with quick mate. Now Black loses by the result of an effective combination.

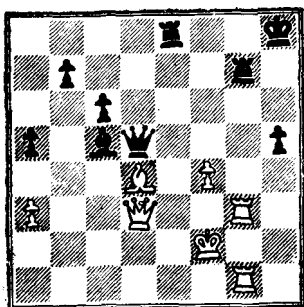
2 Rf7 Qxf7!

On 2. Rxf7 3 Qb8

3 Rxf7 Rxf7 4 Qa8 Rf8 5 Qd5 Kh8 6 e6 and White easily wins

We have seen a few examples of mating combinations where an open line on the King's flank plays a decisive role. Sometimes, it is even possible to throw open two lines in which case the King who had been exposed can be mated quickly.





The above position was arrived at a match played between Misha-Kloza in Poland in 1955.

At a first glance it may appear that the White's position is hopeless because of the positioning of the Bishop at d4 which is pinned. But a careful examination of the position will help to establish that White can in fact use the Bishop at d4 as a supporting force for a neat combination, and can employ an unexpected stunning move.

1... Qh7+

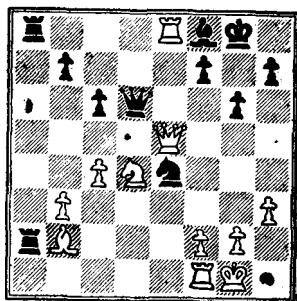
The idea of this move is to gain tempo so that under the protection of the dying Bishop at d4, forcing at the last moment, the Black's King into a mating net with the help of the Rooks

1...Kxh7 2 Rxc7+ Kh8

If the King moves to h6 then Black gets mated by 3 Rf6.

3 Rg8+ Kh7 4 Rg7 Kh6 5 Rg6 Kh7 6 R8 g7 Kh8 7 Rh6 mate.

And here is another example which is no less effective-



White to move. On analysing the position one can easily notice that the tension is felt around the diagonal a1-h8 and also at g7 and h8.

The approach to victory becomes highly effective with the sacrifice of the white queen.

1 Qg7!! Kxg7 2 Nf5+

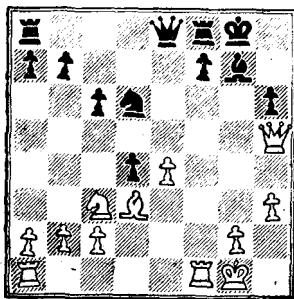
There is only one move. 'h6' is also blocked by the forking Knight.

2... Kg8 3 Nh6 mate.

The readers should try to remember the mating position with Bishop on a1-h8 and Knight on h6. It often occurs in practical play.

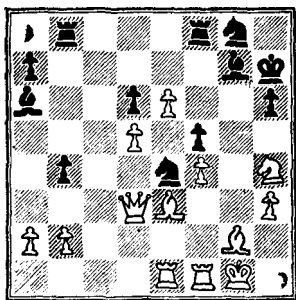
And now, let us go through few combinations in which the strength of the pishop or the queen on the diagnol b1-h7 is made use of.

The following example is from a game by Alekhine in which he effectively won the fight.



(Black king at h8 and pawn-h7)

FISCHER — BENKO
USA 1963/64.



1 Qxe4 fe 2 Bxe4 + Kh8

Sacrificing the rook on f5 does not change the situation.

3 Ng6 + Kh7 4 Nxf8++

White has formed a peculiar mill. only this time the role of the destructive rook is done by the knight.

4...Kh8 5 Ng6+Kh7 6 Ne5+ Kh8 7 Nf7 m a t e.

The next example is from a game by American World Champion R. J. Fischer in which he makes elegant use of the weak b1-h7 Diagonal.

1 Rf6

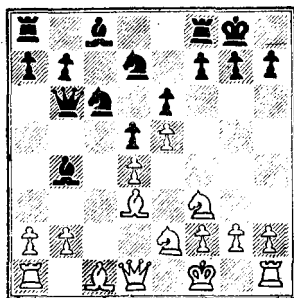
Blocking the 'f7' pawn from making a freeing advance 'f5'. Black cannot capture the Rook since 'e5' forces mate.

1 ..Kg8 2 e5 h6 3 Ne2 1-0

if the knight retreats then 4 Qf5 Mates on the diagonal and 3 Bxf6 loses to 4 Qxh6.

The readers should study the next example in detail as this combination with the Bishop sacrifice on h7 is so typical and often repeated that the combination comes under minimum technical knowledge of any Chess Player.

A simple Bishop sacrifice on h7 leads to victory. The importance and the possibility of this sacrifice is determined by the weak points in black's king side.

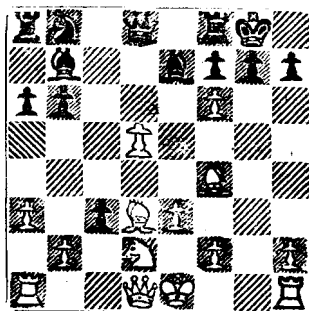


(Spilman – Dekker 1934)

1 Bxh7 + Kxh7 2 Ng5 + Kg8

Some times in such combinations the Black King travels forward especially after 2 Kg6 3 Nf4+ (if there is no knight on e2 then white wins by 3 Qg4) then whites threat can not be put off. even so we recommend that before sacrificing the Bishop on h7, one should study all the possible variations in case the king moves to g6. After the kings retreat to g8 the mating attack takes place as smooth as butter.

3 Qd3 Re8 4 Qh7 + Kf8 5 Qh8 Ke7 6 Qxg7 Kd8 7 Qxf7 Nf8 8 h4 Black resigns.



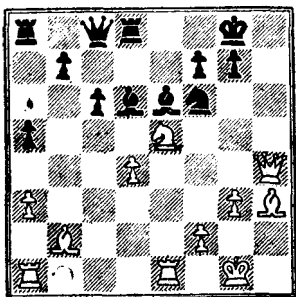
In a recent game between A. N. Venkatesan and Rajesh Bahadur held in Delhi 1980 white spotting a weakness of 'h7' first eliminates the knight from the square 'f6'. then he launches a devastating bishop sacrifice which forced the opponent to resign immediately.

1 Bh7+ Kh8

(if 1...Kh7 2 Qh5 Kg8 3 fg Kg7 4 Rg1)

2 Qh5! Black resigns

A number of cases can be found in the history of chess where the strength of the attacking pieces are directed along the diagonal a2-g8. In the game Taimanov-Kuzmin, played at Leningrad in 1950 the final assault on the Black king was made by the white Bishop bursting along a2-g8.



White played 1 Ng6! threatening mate by Qh1. Capturing the knight will result in Bxe6 and loss of Queen. Hence, there is only one move left for Black-Blockade.

1 N h7.

Now follows an effective combination.

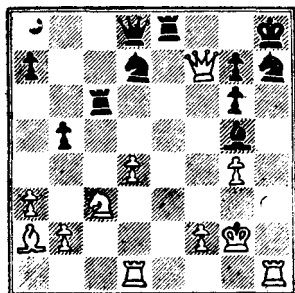
2 Rxe6! fe 3 Qxd8+

This blow diverts the Black Queen's attention from e6. This theme is often employed in practical play.

3 Qxd8 4 Bxe6 + mate.

A beautiful finish. White had effectively used the strength of the pieces on the a2-g8 diagonal.

LOHMER-KARKNER
NEMEKO 1940



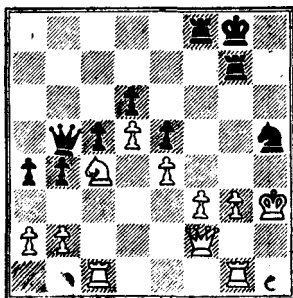
1 Rxh7 + Kxh7 2 Rh1 + Bh6
3 Rxh6 + Kxh6 4 Qf4 +

If black retreats to h7 then mate follows by Qh2+. Note that Black's only escape square g8 is already attacked by the silent Bishop on a2. Hence Black has to play:
4 g5 Qh2+ Kg6 6 Qh5+ Kf3
7 Qf7 mate.

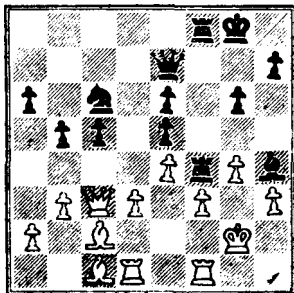
Once again the King is mated by the white pieces controlling the diagonal a2-g8

EXERCISES

23 Black to play. Find an effective combination.

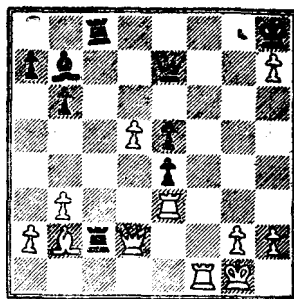
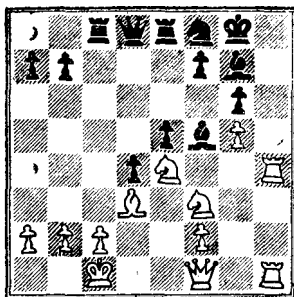


24 Black to play. Which combination will lead to victory.

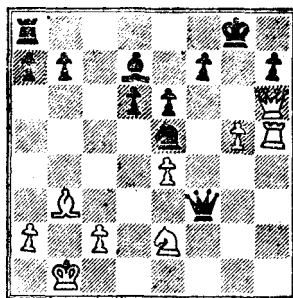
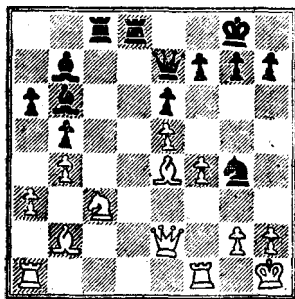


EXERCISES

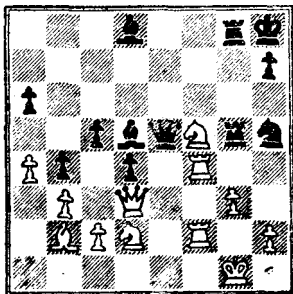
- 25 Show the winning combination for white.



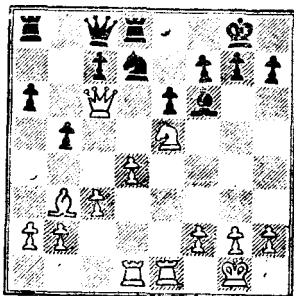
- 26 Black to play How can he forcibly win?



- 27 Find the winning combination for white

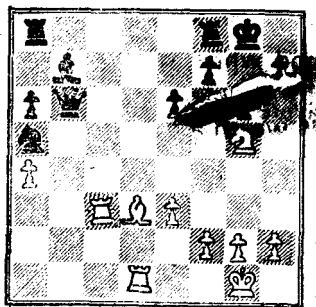


- 30 White's attack leads to announced mate in six-Find out the keymove



ATTACK ON THE WEAK POINTS

In the previous chapter, under various examples we saw how the `long` ranged, pieces simultaneously attacked various points of the opponent's King side say `h6`, `h7` and `h8` squares on the `h` file and `f6`, `g7`, and `h8` squares on the diagonal.



1 Nxb7 Kxb7 2 Bxg6.

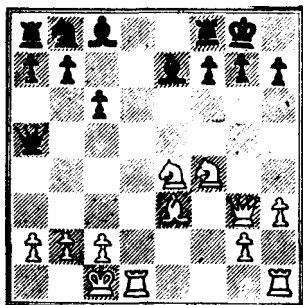
In some combinations decisive attacks are concentrated on one point, and not only the rook bishop, and the Queen take part in this attack but also Knights and Pawns, Play a part in it. such cases, are called attack on the weak points on the king's flank. Such an attack can produce an outburst with a number of sacrifices but then it can also prove to be a sluggish one, consisting of accumulated threats.

In the following example, the position was arrived at a match between Euwe and Flohr at Amsterdam in 1932. White brought a decisive blow on h7, after sacrificing the knight.

By sacrificing itself on h7, the white knight clears the way for its distant colleagues to bring about a greater disaster on the opponent's army. Euwe finally exploits the black king's position by a fresh sacrifice of the bishop and follows it up with irresistible attacks. If black tries to capture the bishop by fg, then there follows Rd7 and Qh4 mate. The king's retreat to 'g8' too does not help the situation either. Once again white Bishop will throw itself on h7. After 2... Kg8 3 Bh7 + Kxh7 4 e4 and the rook joins the attacking band with decisive effect. Can black save itself by declining to accept the sacrifices? No. In this case for example, if 1 Rfd8! (the only best defence) White conduct the

battle perhaps a bit slowly but decisively. 2 h4! Rd7 (or 2 Kxh7 3 Qxf7 + K h 8 4 Rc7) 3 h5 Kxh7 4 B.xg6+ ~~54~~ white wins.

~~If we had~~ witnessed the danger of the King's position and its exploitation clearly in the previous example, then the following illustration taken from a match played at London in 1967 between Mabs and Alexander explain, the method of conducting a systematic attack on g7. but in this case, it is very clear that the work cannot be accomplished without a sacrifice.



An initial effective thrust-rook sacrifice - which helps to Block the queen from its position on the queen side from rushing-up to the king side where the main action is yet to take place.

1 Rd5 Cd.

Moving the queen to a better Square will only result in another menacing measure and will only strengthen the attacking forces.

2 Nh5 g6

The only defence. Now the Pawn formation on the king side becomes weak and white energetically makes use of this advantage.

3 Nh6+Bxf6 4 Nxf6 + Kg7. on 4. kh8 there follows the deadly 5 Qh4.

5 Qe5!

A characteristic position for attack, on the black's weak field This method of attack is highly popular and is often repeated in tournament practice. The threatened double check by knight and the queen and the subsequent check on g7 are very decisive

5 Kh8 6 Bh6 Nc6 7 Bg7+ white's attacks are directed at the weak point 'g7'. with fresh sacrifice white forms a new pattern of attack for its pieces and at the same time parrys the threat to its queen by knight at c6.

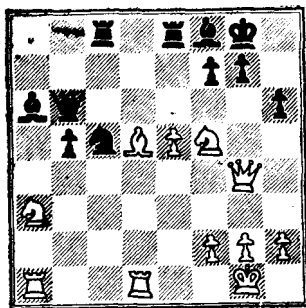
7...Kxg7 8 Ne8+ + Kh6.

Black has to flee. But white's threatening forces are converging on the king like hawks

9 Qf4 + g5 (if 9...Kh5 then 10 Ng7x) 10 Qf6 + Kh5 11 Ng7 Kh4 12 Qf2 mate.

A sacrifice on the weak square 'f7' decided the fate of the duel between Lilienthal and Landay at Amsterdam in 1934.

Though occupying the vital 'h6' square by the knight is not possible here, a sacrifice by the Bishop at f7 makes it possible for white to bring about decisive blows by means of bringing closer its strong forces.



1 Bxf7 + Kxf7 2 Rd6.

if now the attacked queen retreats then white declares mate in three moves. by 3 Nxh6 gh4 Qg6 + Ke7 5 Qe6x.

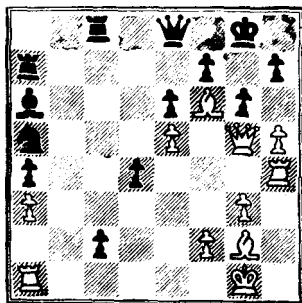
Hence the rook must be taken, and after that white's queen with the backing of the knight sets up a mating net.

2...Bxd6 3 Qxg7 + Ke6 4 Nxd6.

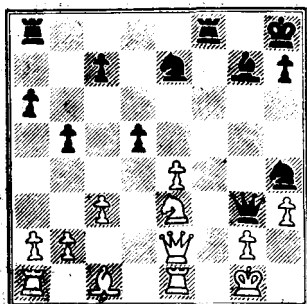
Under any circumstances Black cannot escape mate or loss of position. After 4...Rf8 there follows 5 Nxc8 Rxc8 6 Qxh6 + and 7 Qxb6 if black plays 4...Rb8 defending the queen, then 5 Nxe8 is decisive. In case of 4 Qd8 white delivers mate by 5 Nxe8 Qxe8 6 Qf6 + Kd5 7 Qd6 + Ke4 8 Re1 Kf5 9 Qf6 Kg4 10 h3 Kh5 11 g4 mate.

like we saw till now, while attacking weak points at times the seemingly weak pawns play an important role as we can see in the following example.

FISCHER - MAGMARSUREN 1967



1 Qh6 2 Qxh7 + Kxh7 3 hg Kxg6 4 Be4 mate.



P. MITRAKANTH—M. AARON
(RAJAPALAYAM 1980)

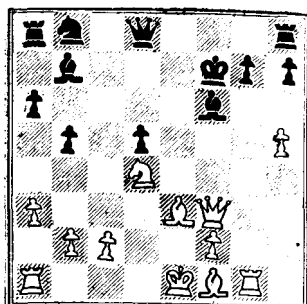
White has two weak spots 'h2' and 'g2'. The Indian International Master intends to connect his Bishop and Queen, then delivers mate from h2. But the knight at 'e3' is an hindrance. Hence Aaron first exploits the weakness of 'g7' by a neat sacrifice.

1 Nxc2 2 Nxc2

If 2 Qxc2 then 2...Qxe1 + 3 Kh2 Be5 + and mate cannot be avoided. Or if 3 Nf1 then 3...Rf6 4...Rg6 wins the Queen.

2...Be5

White resigns as there is no defence against Qh2 mate.



M.AARON-S. CHIDAMBARAM
(RAJAPALAYAM 1980)

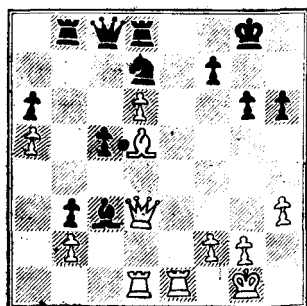
Once again but this time from the white's side of the board Aaron exploits the weak 'g7' square

1 Rxc7 + Kxc7

The rook has to be captured otherwise, Black loses the light coloured Bishop at b7 or even the Queen if the king moves to 'f8'. Now follows the knight fork

2 Ne6 + Kf7. 3 Nxd8 Rxd8
4 Qf5 Rh8 5 Bd4.

Black resigns due to heavy loss of further material.

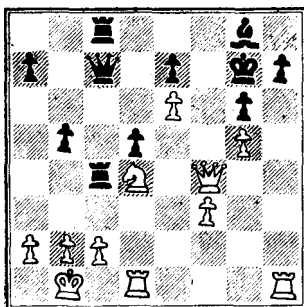


SOSONKO—VASIYUKOV.

Vasiyukov had just played
32 Bxc3. Now Sosonko wins
by another Bishop sacrifice.

33 Bf7+.

If 33...Kf7 then 34 Re7+
followed by 35 Qxc3 and
unavoidable mate by Qg7+ or
Qh8+.

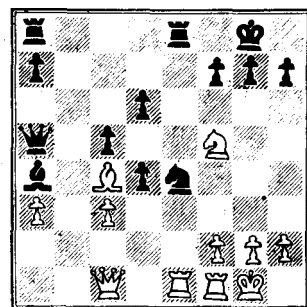


H. J. SAMTANI — A. AARON
(Correspondence)

White delivers mate starting
with a neat sacrifice.

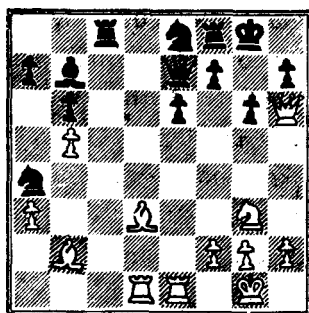
1 Rxh7+

Black resigns. Since if
1...Kxh7 2 Qh4+ Kg7 3 Qh6
mate. Or if 1 Bxh7 2 Qf7+
Kh8 3 Rh1 and mates next
move.



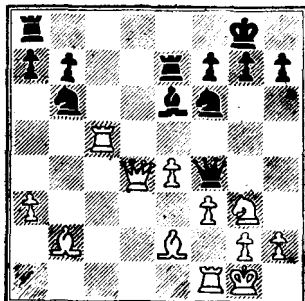
32 How white can win forcibly?

33 Find an effective path for
white's victory

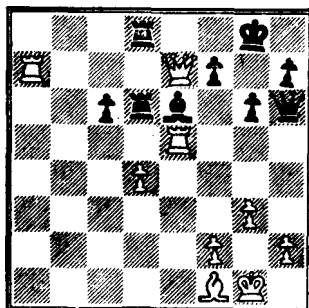


EXERCISES :

31 Find a winning combination
for white.

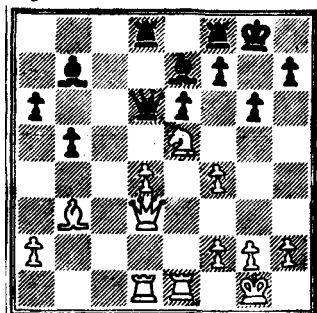


34 How can white win forcibly?



DESTROYING THE POSITION ON THE KING'S FLANK

We are left with the last two types of mating combinations (a) wrecking the opponent king's position and (b) luring the king out. Though the two themes are interconnected, it is better to study them separately.



Under normal conditions, the king is well covered by his own pawns and is under no threat. But suddenly due to a number of sacrifices, or due to falling of the pawns the cover is ripped open. The broken pawn structure does not serve its purpose any more and the opponents pieces without any difficulty get in to the king's fortress. Naturally a destructive method is quite an active method and hence is often witnessed in chess tournaments.

The method which Alekhine destroys the position of his enemy king while playing against Seleznev at Peshtyan in 1922 is simple and clear.

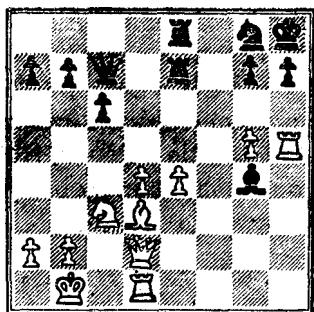
1 Nxg6 hg 2 Rxex6 fe

If black refuses to accept the second sacrifice at e6 the rook controlling the g6 square will remain there itself

2 Qxg6+ Kh8 4 Bc2

and there is no defence to the threatened mate

Similar sacrifices are often made in tournaments and the reader must know that it is a Universal Technical attack. In the following example the attack is carried out with the help of preliminary destruction of the pawn structure protecting the enemy king



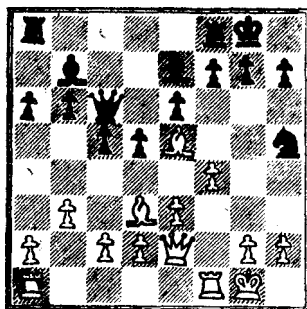
White destroys the Pawn structure protecting the king with an unexpected rook sacrifice.

1. Rxh7+ Kxh7 2 Rh1+ Kg6
3 e5 dis+

thus we see that all the white pieces participate in the downfall of the black king who having lost important cover is forced to move to the centre. But we must bear in mind that the black has an extra rook, and therefore white should calculate all the variations thoroughly 3...Bf5 4 Bxf5 5 Kxf5 5 Qd3 Ke6 6 Qh3+ Kf7 7 g6+ It is so typical that in similar positions all the strength of the attacking side till the last pawn is used for tracking the king.

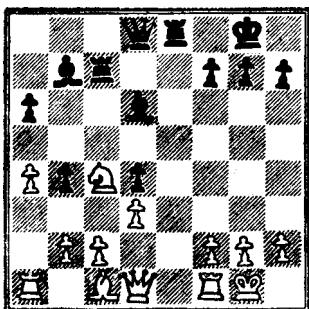
7.. kf8 8 Rf1+ Black resigned.

For a long time there had been a famous combination in which the attacking side in order to break the screen covering the opponent king, sacrifices its two Bishops one after the other. the first such sacrifice was made in a match by ex world champion Em. Lasker against Bauer and since then the combination takes the name "Lasker-Bauer combination".



1 Bxh7+ Kxh7 2 Qxh5+ Kg8
3 Bxg7 Kxg7 4 Qg4+ Kh7
5 Rf3 e5 6 Rh3+ Qh6
7 Rxh6+ Kxh6 8 Qd7 wins

And the above combination often makes its appearance in chess matches. One such repetition was in kirilov-Furman which we will presently discuss.



Black to play. By giving away the two Bishops Black finally destroys the pawn cover protecting the king.

1... Bxh2 2 Kxh2 Qh4 + 3 Kg1 Bxg2!

In this repeated sacrifice lies the idea of the combination

4 Kxg2 Rc6!

The Black rook forges ahead to join the king's flank and white cannot prevent this impediment.

5 Bf4

Here, The Queen sacrifice does not help. 5 Qf3 Rg6 + 6 Qg3 Re2! 7 Qxg6 fg and then Black gathers the pawn at c2 which results in an exchange, favourable for Black

5... Qxf4

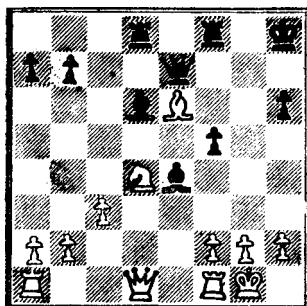
Black had already started "reaping the harvest" Black had captured a Bishop. With the next move white prepares for the escape through f1 but the opponent strongly prevents such measure.

6 Rh1 Rf6 7 Rh2

or 7 Qd2 Qf3 + and Black easily wins.

7. Rg6 + and white resigns.

After 8 Kh1 Re1 + 9 Qxe1 Qf3 + 10 Rg2 Qxg2 + white gets mated.



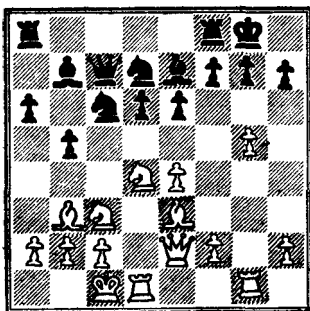
Now in the above position again Black applies the same technique.

1.. Bxh2 + 2 Kxh2 Qh4 + 3 Kg1 Bxg2 4 Kxg2 Rg8 + 5 Bxg8 Rxg8 + 6 Kf3 Qe4 mate.

Some times, in the process of destroying the opponent's defensive line some of the attacker's pawns might be

destroyed. Such loss is conveniently an economical one, for pawns are the least valuable ones and there is not much material damage by their losses.

Such a position was arrived at a match between Goncharov and Sthraduns played in 1960.



White destroyed the opponent's king side by a series of combinative blows. The leader's role was played by the white pawn.

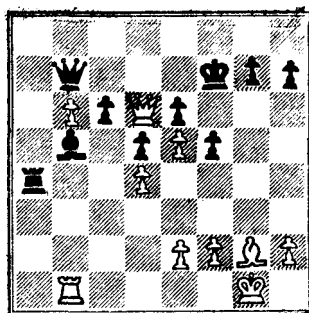
1 g6 hg 2 Nxexf6 3 Bxexf6+ Kh8 4 Rxxg6 Rf7.

No longer Black king can feel secure. For his king side had been blown open by white pieces to invade through. And thus the careless move 4...Nxf6 also loses to 5 Rxf6 and 6 Qh5+. After the text move white pieces haunt the black king relentlessly.

5 Qh5+ Kg8 6 Rxxg7

yet another sacrifice, decisively exposing the black king. After this move black resigned immediately as mate is threatened on the next move.

In a game against Radulov in Budapest in 1969 the Hungarian Grandmaster Lajos Portisch used an original attack that exposes the black king.



The Black king seems to be in a comfortable position. White has no possibility of making any threats. However the following energetic pawn sacrifice opens up the possibility for organising the final assault.

1 e4!

How can black reply to this thrust! In case 1...d5 then there follows 2 d5 exd5 3 Bh3 and black's position looks bad with the threat of the seizure at f5.

If black tries to prevent it by 3...g6 then 4 Qf6 wins by 4...Kg8 5 Bxf5 g6 6 kh1 and there is no defence to the rook check from g1. For Example 6 Be2 7 Rg1 Bg4 8 Qxf5

1 fe also loses as then white plays the simple 2 Bh3 and catastrophe falls on e6 2...Qe7 3 Be6! Qxe6 4 Qxe6 Kxe6 5 b7 and the pawn marches forward to the Queening square.

1....Qxb6

Black Captures the important passed Pawn. which in many Variations slips to the Queening square.

But now the Black's pawn position in the centre is completely wrecked by :

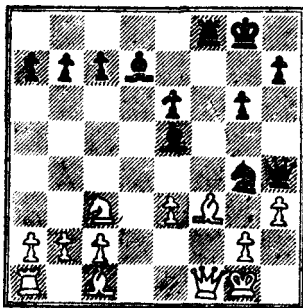
2 ef Qa7

or 2...ef 3 Qd7 Kf8 4 e6 and Black is in a bad position.

3 Qxe6 Kf8 4 Bxd5 cd 5 Rxb5 Rxd4 6 Qc8 Black resigned

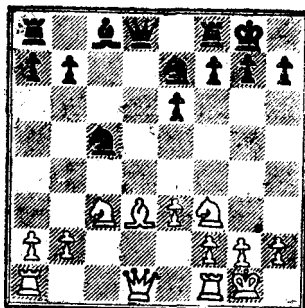
EXERCISES :

35 Black to play. find out the combination leading to Victory :

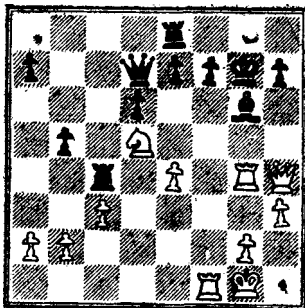


EXERCISES :

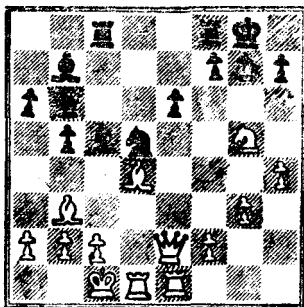
36 Show the combination for while's win :



37 What kind of combination can white employ for winning?



38 Show an effective line for White ;



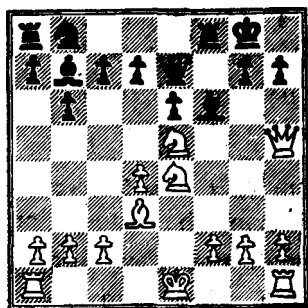
DRAWING OUT THE KING

(Isolating the king)

A concrete explanation cannot be given for the combination which can isolate the king from a comfortable position to a corner of the chess Board. Castling on the king side (Analogical arguments are applied in the case of long castling) the king hides under a screen of his own pawns, where, he cannot be reached so easily. With a sacrifice of pieces, the attacker lures the king out into the open field. Understandably then, it becomes more difficult for him to protect himself from the enemy pieces;- the king more often moves forward to the front and dies in the centre of the board or even at the enemy's camp. It is easy to understand the motives of similar combination. It is as in other mating combinations, in sufficient defence of the field surrounding the king.

A classical example of such a combination can be seen in the game between Ed Lasker - Dr. Thomas in 1911. All the white pieces rush to the king side at

a moment when Black had slightly weakened h7 and g6 Squares.



The insufficient defence on these two squares give white the basis for carrying out the neat phenomenal combination which even after 70 years is still appreciated as it was played in the first instance.

1 Qxh7 Kxh7 2 Nxf6 Kh6

Never Black should think of retreating to h8 (as the other knight will deliver mate by a check on g6) Now follows the chase of the Black king to an unpleasant square.

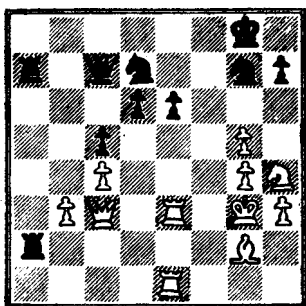
3 Ng4 Kg5 4 h4 Kf4 5 g3 Kf3.

It is not difficult to see that every time the king is left with the choice of only one flight square.

6 Be2 Kg2 7 Rh2 Kg1 8 0-0-0 and mate (White has another choice by 8 Kd2 mate.)

There are many combinations on the same theme. Let us take a look at few of them.

White first sacrifices a Bishop and then, the Queen breaks through the pawn chain forcing the king to retreat to an unpleasant corner. Then the other white pieces on the board do their job of forming a mating net from which the Black king cannot escape.



ROSETTO-KARDOSSO
(PORTOROZ 1958)

1 Bd5 ed

Attempts to hold the key point e6 will be of no avail. After 1... Nf8 the double rooks sacrifice will be decisive 2 Rxe6 N8xe6 3 Rxe6 Nxe6 4 Bxe6 Kf8 5 Qh8 + Ke7 6 Nf5 Kxe6 7 Qe8 or the still simpler 6 Qf6 Ke8 7 Nf5! d5 8 Kh4 and Black can resign. 2 Qxg7 + Kxg7 3 Nh5 + Kg6.

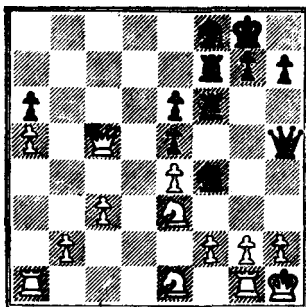
quite bad is 3...Kg8 4 Nh6 with quick mate. Anyhow the Black King dies

4 Re6 Nf6 5 Rxf6 Kxg5 6 R1e6!

A decisive quiet move. The mate threat from 'h3' pawn is undefendable.

6...Rg2 7 Kxg2 Qd8 8 Nf6! Black resigned.

In the next position it is black's turn to move. A queen sacrifice on (h2) suggests itself. However a similar sacrifice should necessarily be calculated till the end, since in case a mate does not take place the opponent will get a very big material superiority. Therefore we advise the reader to make a preliminary mental calculation of all possible variations before making such a sacrifice.



1.. Qxh2 2 Kxh2 RR6 3 Kg3
Ne2 4 Kg4 Rf4 5 Kg5 Rh2!
These positions should be
carefully and thoroughly
analysed by the readers
(if he wishes to master chess)
undoubtedly Black has many
ways to win. Your job is to
find out the correct plan it
seems that Rook's thrust is the
shortest and the most reliable
way to obtain success. the
mate by Pawn on h6 cannot
be easily avoided.

6 Qxf8!

Let us hope that the opponent is appeased with a queen sacrifice. However the white king is in Black's camp. A convenient object and Black is anyway equipped with a way to parry the attack.

6...Kxf8 7 Nf3 h6 + 8 Kg6 Kg8!

When the king enters the circle of opponent's figures there is always a convenient

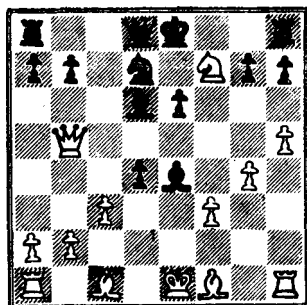
way of having a mating round up.

9 Nxb2 Rf5!

An elegant finish of an effective attack.

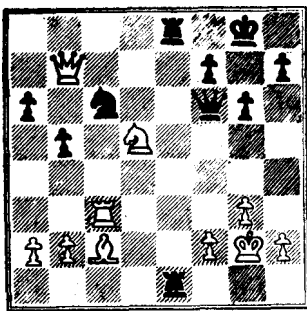
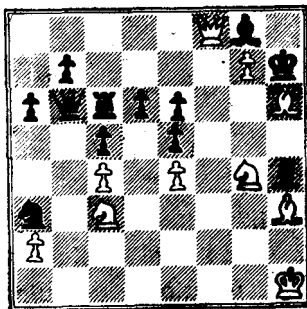
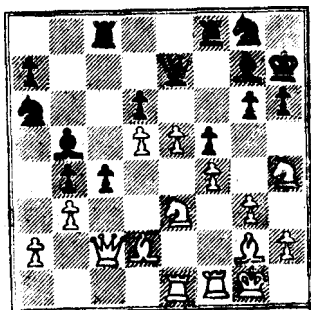
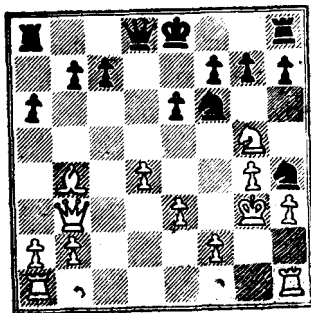
10 ef Nf4 mate.

When we carry out an extracting combination, we are obliged to think of all the ways of the wandering king or else he might slip away to a quiet corner and the chance will be lost.



Here black sacrificed a Bishop and Pawn (of course, the Bishop was later retrieved) hoping that they would somehow mate the king on e4. There followed 1 Bg3+ Ke2 d3+3 Ke3 Qf6 4 Kxe4 Qxf7. Looks as if, white's position is bad But 5 Rh3 a6 6 Qg5 h6 7 (stronger would be 6 ..e5) 7 Qe3 e5 8 Kxd3 Bf4 9 Qg1 0-0-0 10 Kc2 and white king takes to his heels.

EXERCISES :

39 *Black to play How he wins?*41 *How white wins?*40 *Find a way for white's win?*42 *Black to play How he can Beautifully finish the game?*

SOLUTIONS

1. Black King is in an exposed position and he is not adequately defended. The following combination leads to a win 1 Nxe5! Qxe2 (or 1 de 2 Qxe5 with quick mate) 2 Rf7 Kh6 3 Rh8 Kg5 4 Rg8 Kh4 (4...Kh6 5 Rg6x) 5 Ng6 Kg5 6 Nxe7 Kh4 7 Nf5x (Karpov-Soltis, Hungary 1975).
2. The Black King cannot escape from mate: The 8th rank (or the back rank) is not well defended. White wins by: 1 Qxa7! Rxa7 2 Rxd8+Bf8 3 Bxc5 h6 4 Rxf8 Kh7 5 R1d8 Qb1+6 Kh2 R b 7 7 Nh4! (Alekhine-Molin, Buenos Aires 1926)
3. White's King Flank is weak. Black makes use of this factor in the following way: 1 Nh4+2 gh Qg4 3 Kf1 Qh3+4 Qg2 Qd3 and 5. Re1 with mate on next move (Ivkov-Garcia 1964)
4. Black King is under a mating net. White wins by: 1 g4 fg (or 1. Kh4 2 Kh2 h5 3 Rh6 with mate on next move) 2 Rh4+gh 3 Rb5 + and the Pawn at a4 marches forward to the queening square. (Mizas-NN)
5. Black Knight has entered into enemy territory. White traps it in the following manner: 1 e4 Qf6 2 Qd3 Raa8 3 f4! and 4 e5! (Bellin-Ljuboevik, Palma-de-Mallorca 1972)
6. 1...Nf3+2 Kc1 Qg5+3 Kb1 Nd2+4 Kc1 Nb3 dis+ 5 Kb1 Qc1 + 6 Rxc1 Nd2 Mate. (Rolf-Stelzer 1940)
7. With the help of the stupendous domination of the Queen, white executes a flawless smothered mate. 1 Nxe4 Ncxe4 2 Rxe4 Nxe4 3 Rxe4 Qxe4 4 Ng5 Qg6 5 Qxh7 Qxh7 6 Nf7 mate (V. Tietz-May; Vienna 1912)
8. A predecessor to exercise No. 6, 1 Nd7+Kc8 2 Nb6 Kb8 3 Qc8 Rxc8 4 Nd7 mate. (Morphy-Amatuer; Paris 1859)
9. 1 Qxe4 fe4 2 Bxe4+Kh8 3 Ng6+Kh7 4 Nxf8 dl+Kh8 5 5 Ng6 Kh7 6 Ne5 Kh8 7 Nf7 mate
10. A correction, on 'g8' it is a queen not a Bishop. (see cover page) The first two moves of the combination are interchangeable But white adopts the method which is more artistic. 1 Qxc6+bc 2 Nxc7 + Rxc7 3 Rd8 mate. (Keres-Wilkins)

11. White makes use of the unguarded back rank by the following combination; 1 Qxd7 Rxd7 2 Re8+Kh7 3 R1c8 and mate is unavoidable. (Alekhine-Colle Paris 1925)
12. White makes use of the insufficient defence on the 7th rank; 1 Ne7 R8xe7 2 Rd8 Re8 3 Qf8 Rxf8 4 Rxf8 mate. (Tchigorin-Zonosko-Borovsky Kiev 1903)
13. The last rank is badly defended. Alekhine exploits it by 1 Bxb7 Rxb7 2 Bxf6 Qxf6 3 Re8 Nf8 4 Nh6 Qxh6 5 Rxf8 Kxf8 6 Qd8 mate. (Alekhine-Freiman, Newyork 1923)
14. White has an original possibility of utilising the insufficiently defended back rank. 1 Re8 Bf8 (bad would be 1.. Kh7 2 Qd3) 2 Rxf8 Kxf8 3 Nf5 Kg8 4 Qf8 Kxf8 5 Rd8x (Vidmar-Euwe Carlsbad 1923)
15. White in a combinative way utilises the weakness on the 8th rank. 1 Ra8 Bxa8 2 Qxa8 Qf8 3 Bh7 Kxh7 4 Qxf8 (Almis-Herman G. D. R. 1957)
16. 1 Rc8 Rxc8 2 Qe7! and wins (Alekhine-Nestor Trinidad 1939)
17. 1 Rxf5 gf 2 Re8 Nf8 3 Rxf8 Qxf8 4 Qd4 Qg7 5 Qd8 Qg8 6 Qxg8 mate.
18. 1... Rxf2 2 Kxf2 Rc2 3 Kg3 Qxg2 4 Kh4 g5 5 Kh5 Qxh3 6 Kxg5 Rg2 7 Kf6 Qh4 or 3 Ke1 Qxg2 4 Qb8 Kg7 5 Qe5 f6 and Black wins (Alatoritsev Capablanca Moscow 1935)
19. White played 1 Kg2? But could have won by attacking on the 7th rank. 1 Re7! f6 (or 1... Qc1 2 Kg2 Bb2 3 Re8 Rxe8 4 Qxe8 Kg7 5 Bf8 Kf6 6 Qe7 Kf5 7 g4 Kf4 8 Bh6 g5 9 Bxg5 mate) 2 Qg4 Qe1 3 Kg2 f5 4 Qh4 h5 5 Qg5 Qe4 6 Kh2 and white wins. (Kotov-Stalberg, Stockholm 1948)
20. White wins by 1 Rxc7+ Nxc7 2 Qf7 Kh8 3 Qf8 Rxf8 4 Rxf8x (Alekhine-Bernstein Vilnius 1912)
21. The following neat combination lead to victory: 1 Qg4 g6 2 Ng5 Ke8 3 Rxe7 Kf8 4 Rf7 Kg8 5 Rg7 Kh8 6 Rxh7 Kg8 7 Rg7 Kh8 8 Qh4 Kxg7 9 Qh7 Kf8 10 Qh8 Ke7 11 Qg7 Ke8 12 Qg8 Ke7 13 Qf7 Kd8 14 Qf8 Qe8 15 Nf7 Kd7 16 Qd6x. (Steinitz-Bardleben, Hastings 1895)

22. White wins with the help of a smart combination, based on the weakness of 7th rank in Black's camp. 1 Rd7 Bxd7 2 Bh6 gh 3 Qf6 Kg8 4 Qf7 Kh8 5 Qf3x. (Katalimov-Minatchakenyan 1959)

23. Black makes elegant use of the weak 'g' & 'h' files for organising a mating attack. 1...Kf7 2 Nxd6 Ke7 3 Qxc5 Nf4 4 gfx Rh8x mate. (Bestin-Karlson 1873)

24. Black makes good use of the strength of its pieces and black diagonals, to open up the 'f' file 1...Rxf3 2 Rxf3 Rxf3 3 Kxf3 Qf6 4 Kg2 Qf2 5 Kh1 Qf3 6 Kg1 Bf2 7 Kh2 Qg3 8 Kh1 Qxh3x (Gunsberg-Tchigorin. Havana 1890)

25 1 Rh8 Bxh8 2 Rxh8 Kxh8 3 Qh1 Nh7 (or 3...Kg8 4 Nf6 Qxf6 5 gf Bxd3 6 Qh6 Ne6 7 Ng5 Rxc2 8 Kd1 Rc7 9 Qh7 and 10 Qh8x) 4 Nf6 Qxf6 5gf Kg8 6 Bxf5 gf 7 Qh6 Nxf6 8 Qxf6 d3 9 Nx e5 Rc2 10 Kd1 Rc7 11 Qxf5 etc (Rixter-Abramaviches, Amsterdam 1954)

26. Black forms a combination with the help of its strong pieces and the files 'h' 'd' and diagonal h1-a8. 1...Qh4 2 g3 (or 2 h3 Rxc3 3 Qxg4

Rxh3 4 Qxh3 Qxh3 5 gh Bxe4 6 Kh2 Rd2 and 7...Rxb2 3 Bxc3 would be bad because of 3...Bxe4 4 Qxe4 Qg3 5 gh Qh4 mate) 2...Rxc3 3 gh Rd2 4 Qxd2 Bxe4 5 Qg2 Rh3 and mate is unavoidable. (Rotlevi-Rubinsteln 1907)

27. 1Rxd4 Nxg3 2 Nxg3 Rxg3 3 hg Rxg3 4 Kf1 Rxd3 5 Rg4 and wins. (Tarrasch-Balbrog; Hastings 1895)

28. Based on the strength of the Bishop controlling the diagonal a1-h8 white forms a combination 1 Qb4 Rc8 c5 (or 1...Qxb4 2 Bx3 5 Kxh7 3 Rh3 Kg6 4 Rf6 Kg5 5 Rg3 Kh5 6 Rf5 Kh6 7 Rf4 Kh7 8 Rh5 mate) 2 Rf8 Kxh7 3 Qxe4 Kg7 4 Bex5 Kxf3 5 Bg7 and wins. Zukertot-Blackburne 1883.

29. 1 g6 Nxg6 2 Qxh7 Kf8 3 Rf5 Qb3 4 ab ef 5 Nf4 Rad 8 6 Qh6 Ke8 7 Nxg6 fg 8 Qxg6 Black resigns (Karpov-Hug Moscow 1969)

30 White played 20 Nxf7 in a blind fold game. After black accepted the sacrifice by 20 Kxf7 white announced mate in 6 moves and proceeded to call out with the utmost rapidity the whole of the following variations :

Main game : 21. Qxe6 Kg6 if 21...Kf8 then 22 Qf7 mate. 22. Bc2 Kh5 if 22...Kh6 23 Qh3 Kg5 24 f4 K:f4 25 Qg3 mate. or 22. Kg5 23 Qf5 Kh6 24 Qxh7 Kg5 25 h4 any K moves 26 Rx. 23. Qf5 Bg5 if 23...Kh4 24 Re4 mates. if 23...Kh6 24 Qxh7 Kg5 25 h4 any K moves 26 Rx. if 23 g5 24 Qh3 mate. 24 Qf3 kh6 25 Qh3 Bh4 26 Qxh4 mate.

31. White with all its forces attacks the weak g7 square. 1 Bc1 Qb8 2 Rg5 Nbd7 3 Rxc7 Kxc7 4 Nh5 Kg6 5 Qe3 (Bottwinnik-Keres : Moscow 1948)

32. 1 Rxe4 Rxe4 2 Qg5 g6 3 Qf6 gf 4 Qf7 Kh8 5 Qf6x. (Kotov-Gipslis 1939)

33. White makes use of Black's weak King flank for a combinative attack. 1 Nf5 Qc5 (1...gf 2 Bxf5 f6 3 Bxe6 Kh8 4 Rd7) 2 Re5 Bd5 3 Ne7 Qxe7 4 Qxh7 Kxh7 5 Rh5 Kg8 6 Rh8x. (Spilmann - Henbiger 1929)

34. Black has many weak points on the King side white makes use of them in the following manner : 1 Rxe6 fe 2 Qf7 Kh8 3 Qf6 Kg8 4 Bc4 Qf8 5 Bxe6 Rxe6 Qxe6 Kh8 7 Qe5 Kg8 8 Qc7.

35. Black wins by : 1. Rxf3 2 gf Qg3 3 Qg2 Qe1 4 Qf1 Bh2 5 Kg2 Qg3 6 Kh1 Nf2

36. White wins by : 1 Bxh7 Kxh7 2 Ng5 Kg6 3 Qg4 f5 4 Qg3 Kh6 5 Qh4 Kg6 6 Qh7 Kf6 7 e4 Ng6 8 ef ef 9 Rad1 Nd3 10 Qh3 Ndf4 11 Qg3 Qc7

12 Rfe1 Be6 13 Rxe6 Nxe6 14 Nd5. or 12...Bd7 13 Nd5 Nxd5 14 Qxc7 Nxc7 15 Nh7 Kf7 16 Rxd7 Kg8 17 Nxf8 and wins. or 12...Rh8 13 Rd6 Qxd6 14 Nce4 fe 15 Nxe4 Ke7 16 Nxd6 Kxd6 17 Qa3 and wins.

37. 1 Rxc6 fg 2 Rf7 Kxf7 3 Qxh7 Ke6 4 Qxc6 Ke5 5 Qg7 Kxe4 6 Nf6 ef 7 Qxd7 Black resigns (Ragozin-Verozov 1945)

38. 1 Qh5 h6 2 Rxe6 fe 3 Qg6 Rf6 4 Qh7 Kf8 5 Qh8 Ke7 6 Qxc7 Black resigns.

39. 1...Qxf2 2 Kxf2 (or 2 Kh3 Qh2 etc.) 2...R8e2 3 Kf3 Ne5 4 Kf4 Rf1 5 Kg5 h6 6 Kxh6 Rxx2 7 Kg5 Rh5x. (Guknek-Romanovsky 1911)

40. 1 Nxc6 Kxc6 2 Nxf5 Rxf5 3 Qxf5 Kxf5 4 Be4 Kg4 5 h3 Kxc3 (or 5 Kh5 6 g4 Kh4 7 Re3 and 8 Be1x or 5 Kh3 6 Bf5 Kxc3 7 Re3 Kh4 8 Rh3x) 6 Re3 Kh4 7 Bg6 Qg5 8 fg Bxe5 9 Re4Kxh3 10 Bf5 Kg3 11 Be1x. (Zelinsky - Skotarenko Correspondence 1974)

41. 1 Qxc8 Kxc8 2 Nf6 Bxf6 3 Bxe6 Kh7 4 g8 Q Kxh6 5 Bf5 Bg7 6 Qh7 Kc5 7 Qg6 Kf4 8 Qg4 Ke3 9 Qe2 Kd4 (9...Kf4 10 Qf2 Kg5 11 Qg3 Kf6 12 Qg6 Ke7 13 Qxc7 and wins) 10 Nb5 ab 11 Qd2 Kxc5 12 Be6 mate. (Melikov - Chaknazerov 1974)

42. 1...Nh5 2 Kxh4 h6 3 f4 hg 4 fg Qxc5 5 Kxc5 f6 6 Kg6 Rh6 mate. (Vladimirov - Vortnik 1974)

ALGEBRAIC SYSTEM OF NOTATION

FIDE recognizes for its own tournaments and matches only one system of notation, the algebraic system, and recommends the use of this uniform chess notation also for chess literature and periodicals.

Description of the Algebraic System.

1. Each piece is indicated by the first letter, a capital letter, of its name. Example : K = king, Q = queen, R = rook, B = bishop, N = knight.

2. Pawns are not indicated by their first letter, but are recognized by the absence of such a letter. Examples : e5, d4, a5.

3. The eight files (from left to right for White and from right to left for Black) are indicated by the small letters a, b, c, d, e, f, g, and h, respectively.

Black

8	a8	b8	c8	d8	e8	f8	g8	h8
7	a7	b7	c7	d7	e7	f7	g7	h7
6	a6	b6	c6	d6	e6	f6	g6	h6
5	a5	b5	c5	d5	e5	f5	g5	h5
4	a4	b4	c4	d4	e4	f4	g4	h4
3	a3	b3	c3	d3	e3	f3	g3	h3
2	a2	b2	c2	d2	e2	f2	g2	h2
1	a1	b1	c1	d1	e1	f1	g1	h1
	a	b	c	d	e	f	g	h

White

4 The eight ranks (from bottom to top for White and top to bottom for Black) are numbered 1, 2, 3, 4, 5, 6, 7, and 8, respectively. Consequently, in the initial position the white pieces and pawns are placed on the first and second ranks; the black pieces and pawns on the eighth and seventh ranks

5 As a consequence of the previous rules, each of the sixtyfour squares is invariably indicated by a unique combination of a letter and a number.

6 Each move of a piece is indicated by (a) the first letter of the piece in question and (b) the square of arrival. There is no hyphen between (a) and (b).

Examples-Be5, Nf3, Rd1

In the case of pawns, only the square of arrival is indicated

Examples : e5, d4, a5.

7. When a piece makes a capture, an x is inserted between (a) the first letter of the piece in question and (b) the square of arrival. Examples : Bxe3, Nxf3, Rxd1,

When a pawn makes a capture, not only the square of arrival but also the file of departure must be indicated, followed by an x. Examples : dxe5, gxf3, axb5. In the case of an "en passant" capture, the square of arrival is given as the square on which the capturing pawn finally rests and "e.p" is appended to the notation.

8 If two identical pieces can move to the same square, the piece that is moved is indicated as follows.

(1) If both pieces are on the same rank, by (a) the first letter or the name of the piece, (b) the file of departure, and (c) the square of arrival.

(2) If both pieces are on the same file : by (a) the first letter of the name of the piece, (b) the number of the square of departure, and (c) the square of arrival.

(3) If the pieces are on different ranks and files, method (1) is preferred.

In case of a capture, an x must be inserted between (b) and (c).

Examples :

1) There are two knights, on the squares g1 and d2, and one of them moves to the square f3 : either Ngf3 or Ndf3, as the case may be.

(2) There are two knights, on the squares g5 and g1 and one of them moves to the square f3: either N5f3 or N1f3, as the case may be

(3) There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhxf3 or Ndf3, as the case may be.

If a capture takes place on the square f3, the previous examples are changed by the insertion of an x: (1) either Ngxf3 or Ndxf3, (2) either N5xf3, or N1xf3, (3) either Nhxf3 or Ndxf3, as the case may be.

9 If two pawns can capture the same piece or pawn of the opponent, the pawn that is moved is indicated by (a) the letter of the file of departure, (b) an x (c) the square of arrival. Example: If there are white pawns on the squares c4 and e4 and a black pawn or piece on the square d5, the notation for White's move is either cxd5 or exd5, as the case may be

10. In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the first letter of the new piece. Examples: d8Q f8N, b1B, g1R

Essential Abbreviations

O—O=castling with rook h1 or h8 (king-side castling)

O—O—O=castling with rook a1 or rook a8 (queen-side castling)

x = captures

+ = check

+ + = mate

e.p. = captures "en passant"

SAMPLE GAME
Olafsson — Karpov
Olympiad 1980

1 c4	e5	19 e4	Nd5
2 Nc3	Nf6	20 Bd2	Nc7
3 Nf3	Nc6	21 Rac1	Ne6
4 e3	Bb4	22 Be3	Rac8
5 Qc2	Bxc3	23 Be2	h6
6 Qxc3	Qe7	24 Qd2	Bxe2
7 a3	a5	25 Qxe2	c4
8 b3	d5	26 bxc4	bx c4
9 d4	exd4	27 Rc3	Nd4
10 Nxd4	Nxd4	28 Qf1	Nb3
11 Qxd4	c5	29 Rxc4	Qxa3
12 Qb2	0—0	30 Rxc8	Rxc8
13 cxd5	Nxd5	31 Qa6	Rc2
14 Be2	Bf5	32 Qa8+	Kh7
15 0—0	Rfd8	33 Qd5	Qb2
16 Re1	Nf6	34 Qxf7	Rxg2
17 f3	Bd3	35 Kf1	Rg6
18 Bd1	b5	36 Re2	Qb1
		37 Re1	Qa2
			0—1

★ ★ ★